



Attachment 4

Industry Recognition of Innovation

- 1. Independent Game Festival
competition for 2006, list of finalists; 1
of 5 finalists out of about 100 entrants.**
- 2. GameTunnel.com yearly awards for
Adventure Game of the year, 3rd Place.**

From the IGF website.

Finalists: 2006 IGF Main Competition (alphabetical order)

Seumas McNally Grand Prize:

- Darwinia
 - Dofus
 - Professor Fizzwizzle
 - Weird Worlds: Return To Infinite Space
 - Wildlife Tycoon: Venture Africa
-

Best Web Browser Game:

- Dad 'N Me
 - Dodge That Anvil
 - Moleculous
-

Innovation in Game Design:

- Braid
- Darwinia
- Rumble Box
- Strange Attractors
- The Witch's Yarn <- HERE IT IS !!

2004 Adventure Game of the Year

Game Tunnel defines adventure games as either platform games, think Super Mario Bros. (Charlie II for indie purists), or action games that are heavier on the storyline and lighter on the action (those that have RPG aspects, but aren't really RPGs). Last year the adventure category really shined, with the top two games from this category also placing #1 and #2 overall. Will we follow the same trend this year? Who knows? One thing that is definitely for sure is that you cannot go wrong with any of the titles listed here!

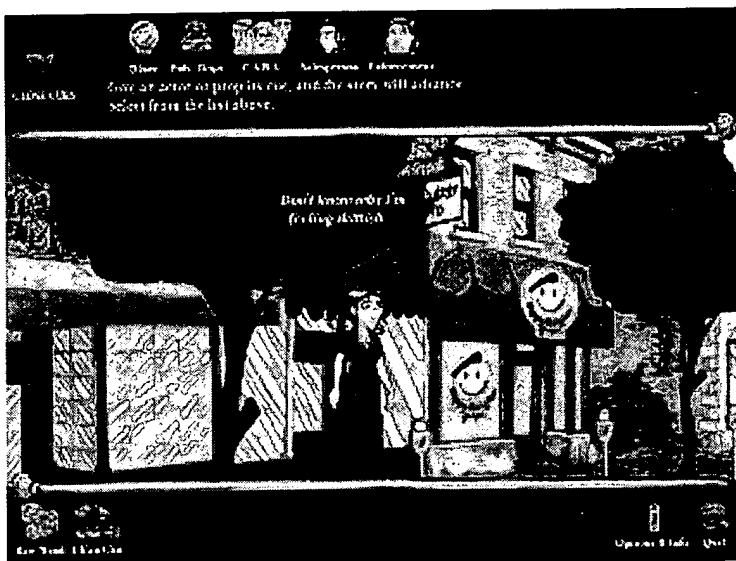
3rd Place - The Witch's Yarn

Developer: **Mousechief**

Players: **1**

Release: **December 2004**

System Requirements: **Windows 98/ME/2000/XP, DirectX 7+, 400 mhz, 128 MB RAM (Mac also available)**



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The Witch's Yarn is a different type of adventure game than we've included in our adventure category in year's past. I think some people might see it as closer to the roots of adventure gaming, and there is certainly something to that. The game however is actually quite difficult to categorize because it plays more like a play or a book than an actual game.

In the Witch's Yarn you don't control a character. Now of course the game revolves around a character, a young witch named Wednesday, but you don't actually control what she does. Instead the way this game plays is that you advance the story on by queuing up different objects or people in the story. You can for example queue up the mother, and the next part of the story will occur by her. Or you can queue the spinning wheel and the next part of the story will revolve around the wheel. The game is somewhat "Choose Your Own Adventure-ish" in that you do need to select who and what you queue up wisely or you will not advance to the next chapter of the game. This makes the game somewhat the antithesis of Flatspace as you don't have a very wide-open game play, but it is quite entertaining nonetheless and if you are looking for something innovative or different, The Witch's Yarn definitely meets the mark with a quality adventure.